TimeSplitters™ 2

TEEN
T
CONTENT RATED BY ESRB

.FREE RADICAL

EIDOS INTERACTIVE

WARNING:
READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM:

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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SECONDS FROM DISASTER?

Call the EIDOS Interactive Hint Line

U.S.: *1-900-773-4367*

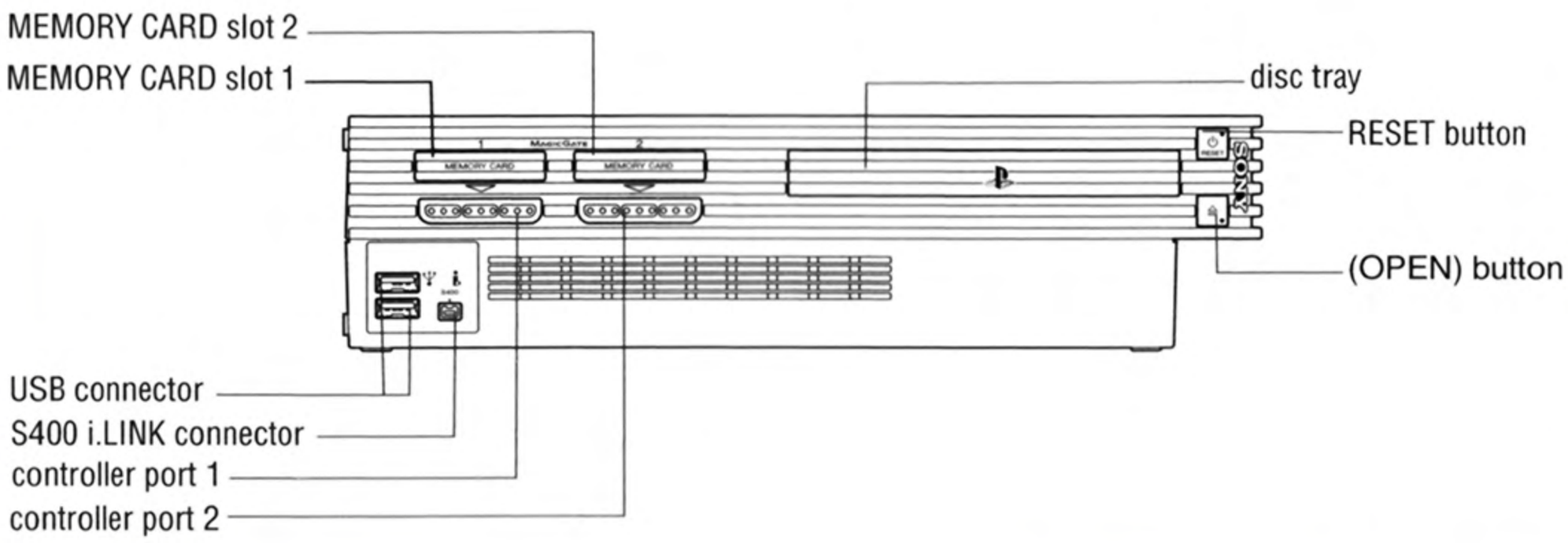
Canada: *1-900-643-4367*

Cost of call: $0.99 - $1.49/minute.

Must be 18 years of age
or have parent's permission.

Touch-tone phone required.

GETTING STARTED

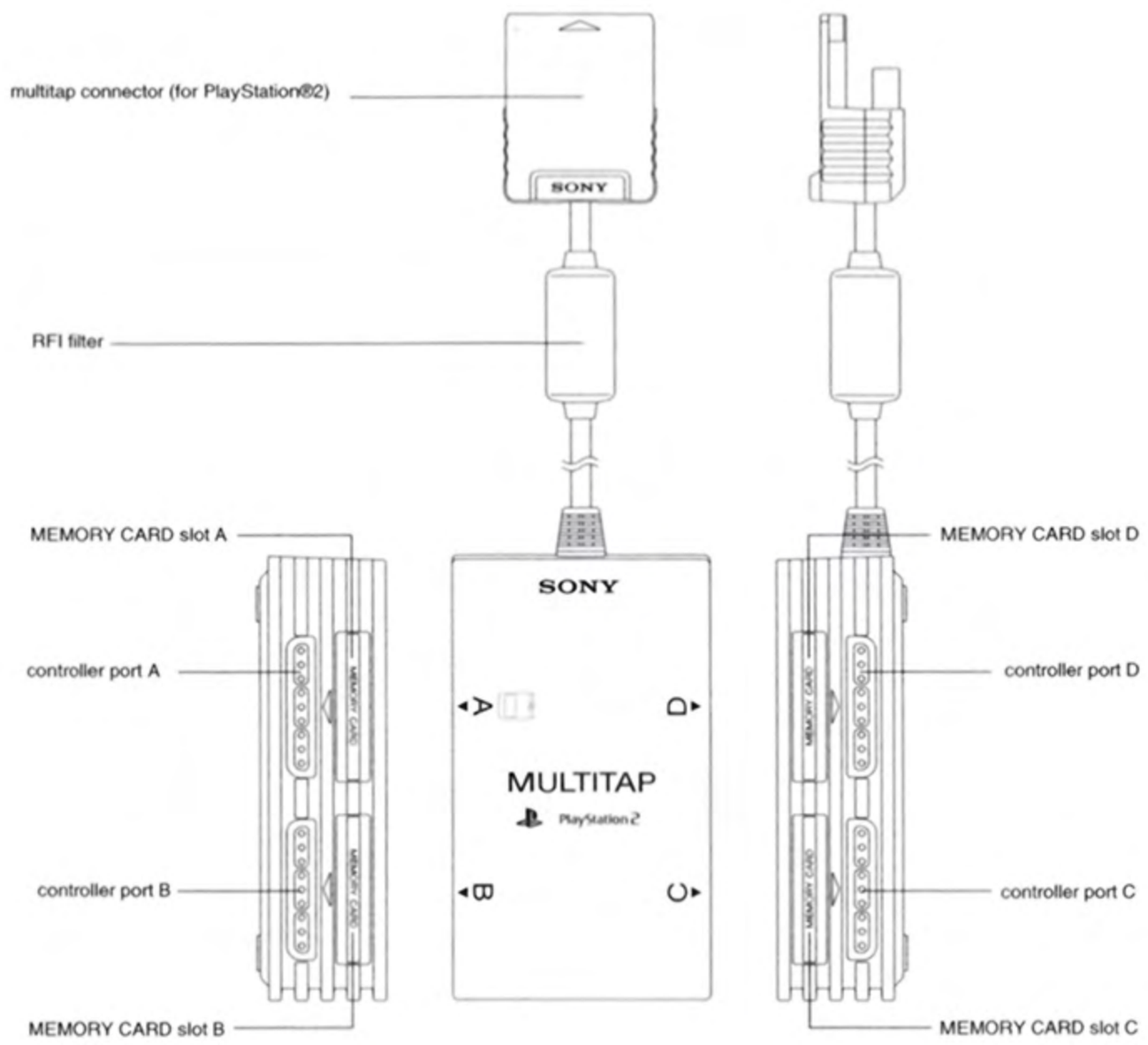


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button.

When the power indicator lights up, press the open button and the disc tray will open. Place the ***TIMESPLITTERS™2*** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Multitap



STARTING UP

DUALSHOCK®2 analog controller

- For one player, connect the controller to controller port 1. For two players, insert controllers into controller ports 1 and 2. Do not insert or remove the controller or accessories once the power is turned on.
- With a multitap (for PlayStation®2) (sold separately) up to four people can play ***TIMESPLITTERS™2*** simultaneously with four controllers.
- With an I.LINK connector (for PlayStation®2) (sold separately) up to 16 people can play ***TIMESPLITTERS™2*** simultaneously on a combination of up to four PlayStation®2 consoles. Connect the i.LINK connector to the i.LINK connector port before starting play.
- When the controller's vibration function is ON, the controller vibrates in response to game events. Use the ***Vibration*** option in the ***Options/Controls*** menu to turn the vibration function ON/OFF.

MEMORY CARD

- To save your progress, make sure you have a memory card (8MB) (for PlayStation®2), with 245MB of free space, inserted in MEMORY CARD slot 1 or slot 2, before you start your game. You can use either MEMORY CARD slot to load and save game data.

MENU CONTROLS

- Use the directional buttons to highlight the option of your choice.
- Press the × button to confirm your selection.

MISSION

2315 || Robot Factory

1920 || Aztec Ruins

1853 || Wild West

1972 || Atomsmasher

2280 ||

NAVIGATOR

1990 || Oblansk Dam, Siberia

1932 || Chicago

1895 || Notre Dame, Paris

2019 || Tokyo, Japan

Return to Planet X

WHO ARE YOU?

When you insert the ***TIMESPLITTERS™2*** disc and turn on the power, the game loads and the ***Title*** screen appears. Here you can select the number of players. Move the directional buttons or left analog stick ⬆ or ⬇ to highlight the number of people who will play and press the ✕ button to proceed. Remember: The maximum number of players depends on how many controllers are connected.

A self-running demo starts from the **Title** *screen after a short time of inactivity. You can exit the demo at any time by pressing the ✕ or △ button.*

The ***Select Profile*** screen now appears. This is where you select your player profile. You can choose to create a new player profile or load an existing player profile from a memory card. Each player must select a profile individually. See the following sections for details.

CREATING A NEW PLAYER

To create a new player, select ***Create New Profile*** and press the ✕ button. To enter the player's name, use the directional buttons to select a letter, number or symbol and press the ✕ button to insert it. Select ***ABC*** to access lowercase characters. Select ***DEL*** to delete the last character entered.

When the name is complete, select ***END*** to finish. You will then have the option to save the new player to the memory card. Press the ✕ button to save and proceed, or press the △ button to cancel the entire operation and return to the ***Select Profile*** screen.

LOADING AN EXISTING PLAYER

First, make sure you have a memory card containing one or more saved ***TIMESPLITTERS 2*** player(s) inserted into a memory card slot. Your saved player(s) will load automatically at start up. (If you insert the memory card after start up, select ***CHECK FOR SAVED PROFILES*** to load your saved players.)

At the ***Select Profile*** menu, select your player profile and press the ✕ button to proceed.

MAIN MENU

After all players have selected a profile, the ***Main Menu*** appears. Choose one of the four game modes to begin play. All modes can be played by a single player or up to four players simultaneously.

STORY

This mission-based game mode allows you to play different characters in different locations spanning over 500 years, from 1853 to 2401. As you complete each mission, further missions are unlocked until the game is complete. ***Story*** mode is a one- or two-player game, with the ***2 Player Cooperative*** mode adding a new dimension to the gaming experience.

Playing Tip: Completion of some missions gives you access to hidden cheats and bonuses in **Arcade** *mode. Remember: You must complete a certain amount of levels before other levels open up.*

ARCADE LEAGUE

This mode offers a number of quick tournaments against pre-selected enemies, locations and weapons. If you want a more in-depth test of your skill, then ***Arcade League*** is what you're looking for.

ARCADE CUSTOM

This mode presents a wide variety and depth of games and options. Up to four people can play, either cooperatively or head-to-head.

NETWORK

Select this mode to play with or against other people via i-link or LAN, using an i.LINK connector (sold separately).

CHALLENGE

This mode offers a number of quick challenges against pre-selected enemies, locations and weapons. It's a fast-paced blastfest!

MAPMAKER

This intuitive, sophisticated tool allows you to create your own levels.

OPTIONS

PLAYER OPTIONS

Choose this to display and change the ***Name***, ***Controls***, ***Preferences***, ***Statistics***, ***Awards*** and ***Gallery*** options. You can view player statistics and awards, alter controls and preferences, see which characters have been unlocked, and copy player profiles to other memory cards.

AUDIO/VIDEO OPTIONS

Move the directional buttons ⬆ or ⬇ to highlight any of the following options, and ➡ or ⬅ to change settings.

- *Music*
- *Music Volume*
- *Sound*
- *Sound Volume*
- *Screen Adjust*
- *Subtitles*

STORY

Begin this mode by choosing a mission to play. Move the directional buttons or left analog stick ⬆ or ⬇ to choose from the available missions, each identified by a unique year. Completing these missions will unlock further missions.

Once you've selected a mission, choose the difficulty setting by highlighting ***Easy***, ***Normal*** or ***Hard***. Press the ✕ button to proceed.

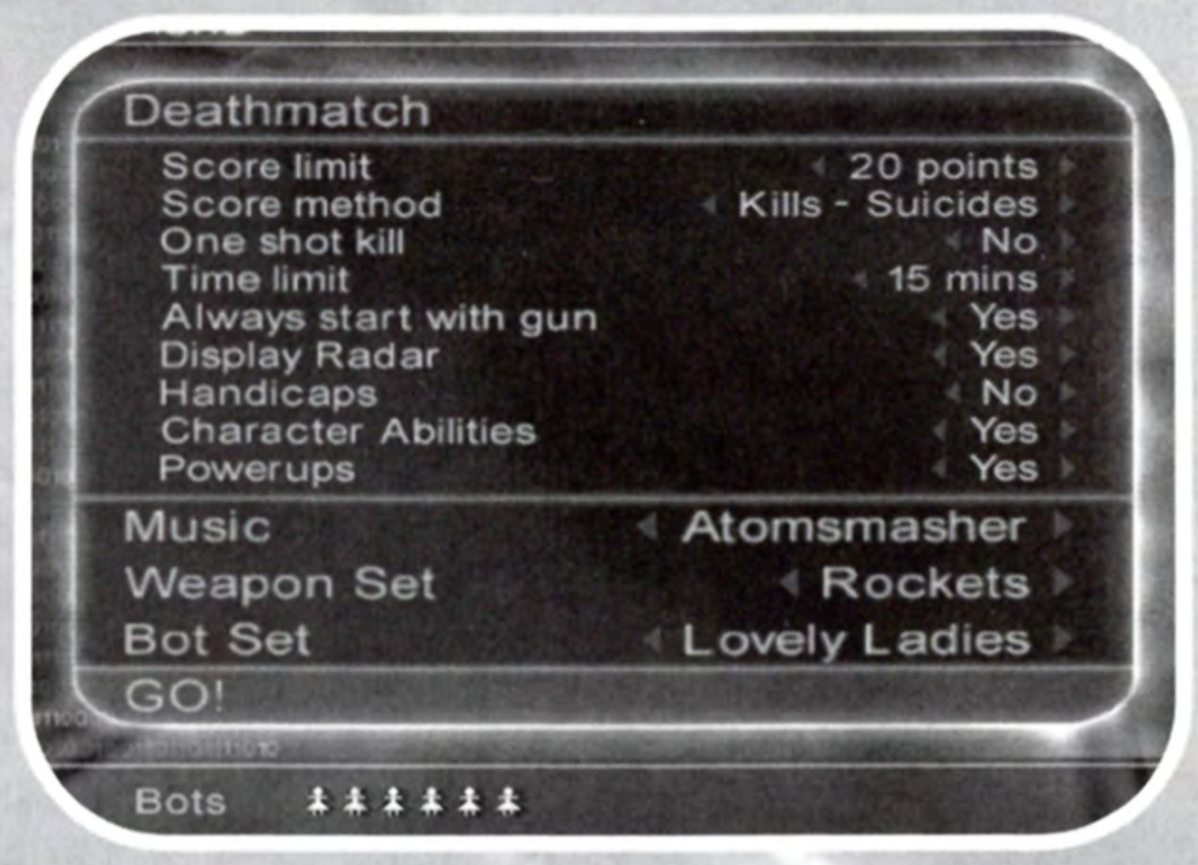
ARCADE LEAGUE

Arcade League mode offers an array of quick tournaments against pre-selected enemies in set locations using random weapons. If you really want to test your prowess in different situations, try this out.

Move the directional buttons or left analog stick ⬆ or ⬇ to select a tournament to participate in and press the ✕ button. As you conquer the available tournaments, more will be unlocked for you to choose from.

ARCADE CUSTOM

In this mode, after you select a tournament and location, the ***Arcade Options*** screen appears. Press the directional buttons ⬆/⬇ to highlight any of the following options, and ➡/⬅ to change settings.



WEAPON SET

You can select weapons from a pre-ordered set, or select your own weapons to make a custom set. To select a pre-set, move the directional buttons or left analog stick ➡ or ⬅. To view weapon sets and/or customize a weapon set, press the ✕ button.

BOT SET

You can select the team of Bots (computer-controlled characters) to include in the game. To select a pre-set, move the directional buttons or left analog stick ➡ or ⬅. To view the Bots in each set and/or customize a Bot set, press the ✕ button.

You can customize individual Bots in a set. To do this, highlight a Bot from the list. Then set the following attributes:

- ***Bot Team***
  Press the ✕ button to cycle through the team colors: ***Red, Blue, Yellow*** and ***Green***. (Available only in team modes.)
- ***Bot Skill***
  Add stars to increase the Bot's skill, from ***1 Star*** (pathetic) to ***5 Stars*** (awesome). Press the ✕ button to cycle through the settings. Note that a Bot's skill can only be altered if the ***Character Abilities*** option is disabled.

Set a tick (cross) to include the Bot in the game.

GO!

Highlight *GO!* and press the ✕ button to accept the current game options and move on to selecting your character.

CHARACTER SELECT

Move the directional buttons or left analog stick ⬆ or ⬇ to highlight a character and then press the ✕ button. To play a team game, you'll choose a team (***Red, Blue, Yellow*** or ***Green***) instead of an individual character. (Team choices are only available in team game modes.)

Press the ✕ button to proceed.

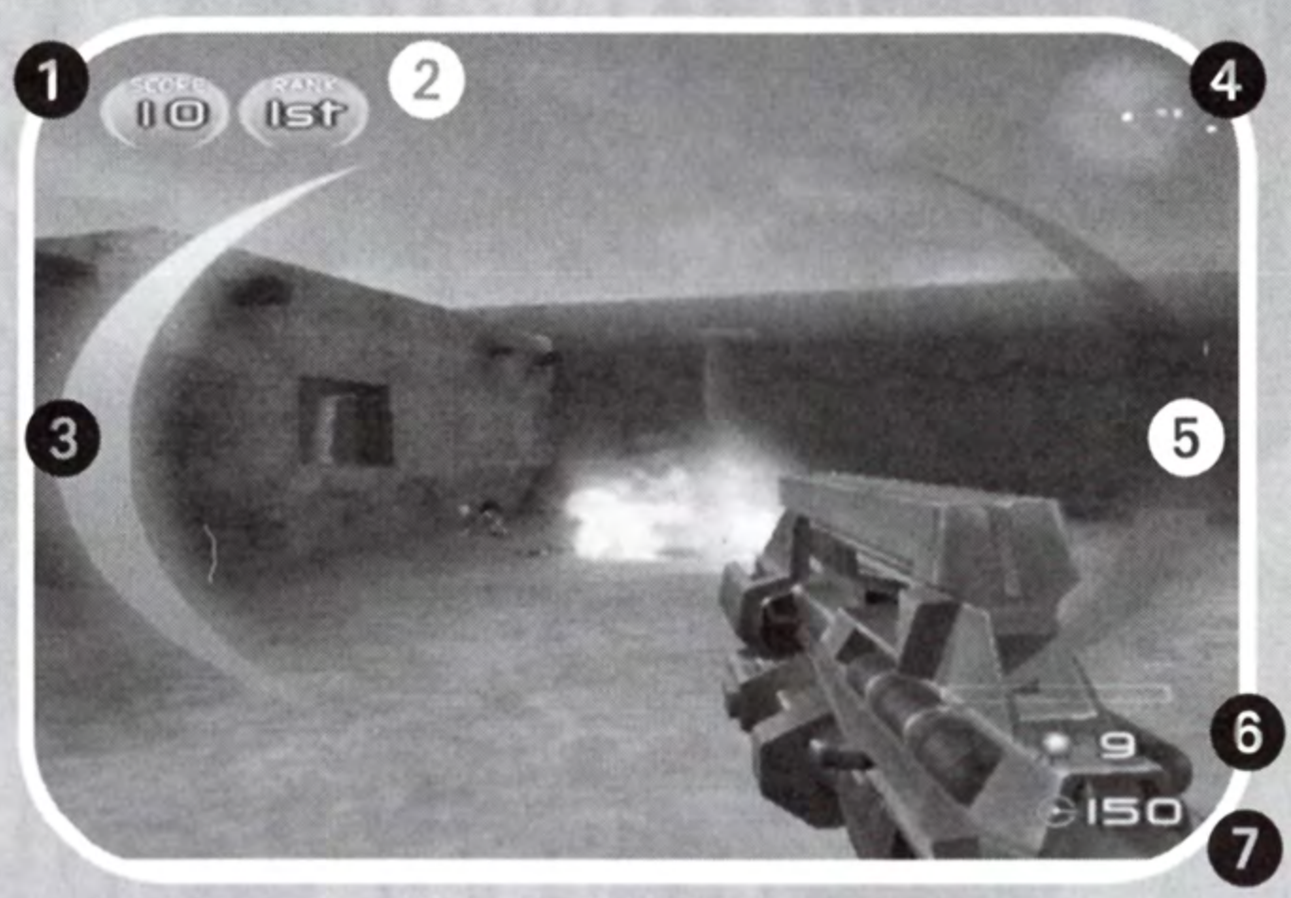
If the **Handicaps** *option is set in the* **Arcade Options** *menu, you can choose a handicap from* **Rookie** *(very high damage protection) to* **Hero** *(very low damage protection).*

CHALLENGE

This mode allows you to jump straight into the fray! You don't have to set up weapons, Bots and levels. Instead, throw yourself into a pre-defined game in seconds.

The ***Challenge*** levels run at blast-speed and are great fun while still extremely challenging. Good luck!

IN-GAME SCREEN



1. ***Kills/Points***
   Appears in ***Arcade League***, ***Arcade Custom*** and ***Challenge*** modes only. This shows the current number of points you've gained so far in the game. It flashes on screen temporarily each time your score increases.

2. ***Ranking***
   Appears in ***Arcade League*** and ***Arcade Custom*** modes only.

3. ***Health Gauge***
   This bar shortens as you take damage. When it reaches zero, you're defeated! Depending on the mode you're playing, you can pick up health paks to replenish your health.

4. ***Radar***
   Appears in ***Arcade League*** and ***Arcade Custom*** modes only. This shows the locations of other combatants. In non-team games, each combatant has a red radar blip. In team games, the colors of the radar blips denote the character's team allegiance. Combatants who are out of range appear as gray blips on the perimeter of the radar. As they move back into range they assume their correct colors.

5. ***Armor Gauge***
   This bar fills in as you pick up armor. It empties out as you get hit. Keep an eye out for armor laying around in a level, and be sure to pick it up.

6. ***Ammo Remaining***
   This indicates the amount of ammunition you have for secondary fire (if applicable to that weapon).

7. ***Ammo***
   This indicates the total amount of ammunition you have for your current weapon.

DEFAULT GAME CONTROLS

- ***left analog stick***
  Push ⬆ to move forward. Pull ⬇ to move backward. Push ➡ or ⬅ to sidestep or strafe in that direction.
- ***right analog stick***
  Push ➡ or ⬅ to turn in that direction. Push ⬆ or ⬇ to look up or down. Direction is dependent on your ***Inverse Look*** setting in the ***Options/Preferences*** menu. In ***Aim*** mode (see below), the right analog stick aims the crosshair.
- L1 ***button***
  Toggle crouch. Press once to crouch; press again to stand up.
- L2 ***button***
  Aim mode. Hold down the button for as long as you want to stay in ***Aim*** mode. With the ***Options/Aim Mode*** setting, you can toggle between holding ***Aim*** mode or toggling ***Aim*** mode on/off (default: ***Hold***). See below and page 14, "Preferences."
- R2 ***button***
  Primary fire. Fires your current weapon.
- R1 ***button***
  Secondary fire. Activate the current weapon's secondary fire mode. Only special weapons have secondary fire, so experiment to find out which ones they are. If the weapon has only one firing mode, then pressing this button activates the primary fire.
- △ ***button***
  Manual reload. As long as you have ammunition remaining, your gun will automatically reload when you reach the end of each clip or magazine. However, because the reloading process renders you momentarily unable to fire, you can opt to reload manually at any time. Than way you are less likely to run out of ammo when you need it most.
- ***directional button*** ➡/⬅
  Select the next or previous weapon in your inventory.
- ***directional button*** ⬆/⬇
  Zoom in/out (***Aim*** mode only).
- ✕ ***button***
  Respawn. When you're defeated, press this button to continue play. Certain objects can also be activated by walking up to them and pressing the ✕ button.
- START ***button***
  Pause the game and display the ***In-Game*** menu.
- SELECT ***button***
  Display the ***In-Game*** menu without pausing.

AIM MODE

When you're in ***Aim*** mode, a crosshair appears in the center of the screen to help you achieve greater targeting accuracy, and the function of the right analog stick switches to crosshair control. Additionally, some weapons, such as the sniper rifle, have a zoom function operated with the directional buttons ⬆/⬇. Keep experimenting to find out what different weapons can do!

IN-GAME MENU

Press the START (pause) or SELECT (no pause) button to display the ***In-Game*** menu. Press the directional buttons ➡ and ⬅ to move between the various screens. Some screens give you the option of entering submenus or changing certain settings. On these screens, move the directional buttons or left analog stick ⬆ and ⬇ to highlight your choice and then press the ✕ button to select it. Press the START, SELECT or △ button to exit the menu and return to the game.

On the ***In-Game*** menu, the first screen you see depends on your game mode.

- ***Continue***
  Return to your game.
- ***Controls***
  Choose from ***Classic*** (default) to ***Custom***. Press the △ button to exit the ***Controls*** menu.

  The ***Custom*** option allows you to reconfigure the controls. To do that, select ***Custom***, highlight an option by pressing the directional buttons ⬆ or ⬇, and then edit it by pressing ➡ or ⬅.
- ***Preferences***
  Press the directional buttons ⬆ or ⬇ to highlight an option, and ➡ or ⬅ to change the setting. Press the △ button to exit the menu.
  - ***Weapon Change***
  - ***Auto Aim***
  - ***Inverse Look***
  - ***Auto Lookahead***
  - ***Aim Mode***
  - ***Crouch Mode***
  - ***Vibration***
  - ***Vibration Mode***

- *Restart Game*
  Press the ✕ button to terminate the current game and restart it. A confirmation screen prompts you to select ***Restart Game***; press the ✕ button after doing so. In ***Story*** mode you will have the option to restart from a checkpoint (if you reached it).
- *Quit*
  Press the ✕ button to terminate the current game and return to the ***Main Menu***. A confirmation screen prompts you to select ***Quit***; press the ✕ button after doing so.

MAPMAKER

Imagine playing a complex level that you design! The ***MapMaker*** is a highly intuitive, sophisticated tool that allows you to create your own levels. To access the ***MapMaker***, select its option from the ***Main Menu***.

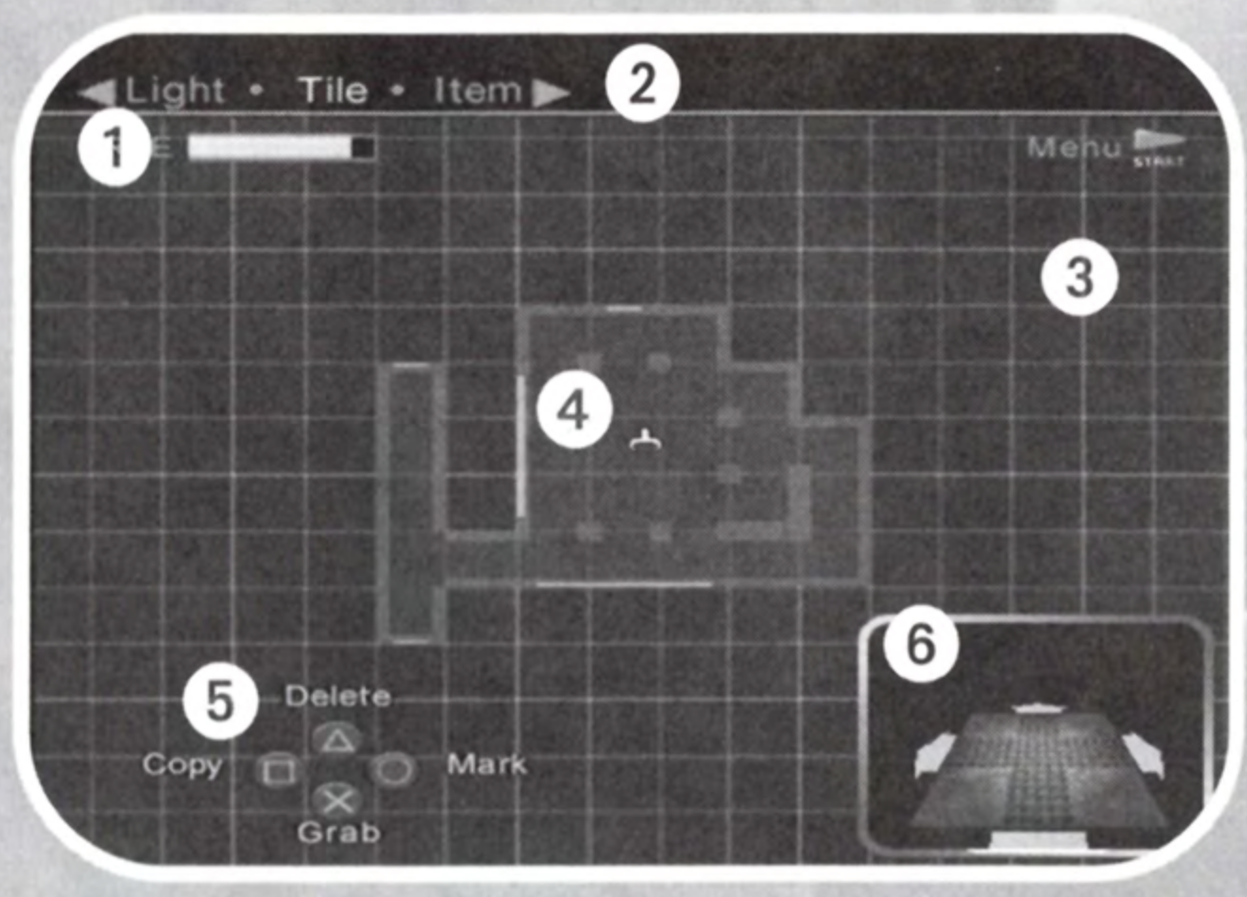
MAPMAKER STARTUP SCREEN

- *Edit/Create New Map*
  To create a new map or edit an existing map, highlight this option and press the ✕ button. See the next section for instructions.
- *Load Map*
  To load a map from a memory card, first make sure you are using a memory card containing a previously created ***TIMESPLITTERS™2*** map or maps. If map data is found on the memory card, a list of stored maps will appear.

  Press the directional buttons ⬆/⬇ to highlight the desired map and then press the ✕ button to load it.

  Note: If the message ***No TIMESPLITTERS™2 Maps*** appears, then the memory card does not hold any map data.
- *Play Map*
  To play the map, highlight this option and press the ✕ button.

CREATING A BASIC MAP



1 ***Memory Usage***
Indicates how much free memory remains on the current map. When you attempt to add an item or tile when not enough memory is available, this bar will flash orange and yellow and you will not be able to place the object. Remove items or tiles from the map to free up enough memory to continue.

2 ***Selection***
Identifies the current selection to be placed into the map: ***Tile***, ***Item*** or ***Light***.

3 ***Grid***
This is the placement grid, where you place tiles and arrange them in any order you like.

4 ***Cursor***
Use the cursor to select tiles, and to direct where tiles, items and lights are to be placed.

5 ***Guide***
This is an onscreen guide to what actions the controller buttons can perform at the given moment. Button functions change depending are what you are currently doing in the ***MapMaker***.

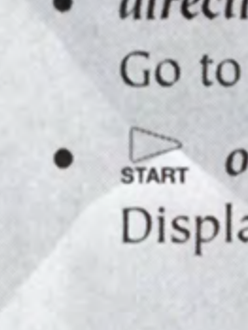
6 ***Levels***
A seven-level indicator shows which floor is currently in view. Tiles that appear shaded are on the floor below the current floor. Press the directional buttons ⬆/⬇ to move between floors.

MOVING AROUND THE MAPMAKER

- ***left analog stick***
  Move the cursor in all directions.
- ***right analog stick***
  Scroll the view in all directions.
- **✕ *button***
  "Grab" (select) a tile, or place one that's already selected.
- **□ *button***
  While the cursor is over a tile, press this button to make a copy of the highlighted tile.
- **△ *button***
  Delete the highlighted piece.
- **○ *button***
  Mark a tile. This is useful for marking a number of tiles that you want to copy or move. Alternatively, to mark a group of tiles, drag the cursor across every tile in the group while holding down the ✕ button.
- **L1 / L2 *button***
  Move up/down one level in ***Advanced*** mode.
- **R1 / R2 *button***
  Zoom out/in.
- ***directional button*** ⬅/➡
  Go to the previous or next selection.
- **START *or* SELECT *button***
  Display the ***MapMaker*** menu.

SELECTING AND PLACING TILES

To select a new tile, highlight ***Tile*** in the menu, move the cursor to an empty area of the grid and press the ✕ button. Now move the cursor over the tiles. As the cursor passes over each tile, a 3D view of that tile appears on the right. This view helps you visualize how a tile is structured. When you pass over a tile you want, press the ✕ button to pick it up.



MapMaker Tip: You can also press the ○ button to go to the next page and view more tiles for selection.

After you select a tile you'll return to the ***MapMaker*** grid. Move the cursor to the spot where you want to position the tile and press the ✕ button to place it there.

Select another tile and place it next to the first one. Note that each tile has a connecting section, identified by either a thin red line (two-tile connector) or an aqua line (three-tile connector). These need to be lined up with adjacent tiles. To rotate a tile, first make sure you "grab" it by pressing the ✕ button. Move the tile around the grid using the directional buttons. Rotate the grabbed tile by pressing the ○ button.

For the most fun, experiment with tiles: grab, rotate and place them, mark and copy them, even mark whole sections of tiles and then copy, rotate and place the sections.

Soon you'll be able to build a great map! When you're satisfied with it, it's time to start adding items.

ADDING ITEMS TO THE MAP

Press the directional buttons ⬅ and ➡ to display the ***Item Selection*** menu. Move the cursor over a tile on which you want to place items and press the ✕ button.

Special Note: To enable ***Capture the Bag*** *and* ***Capture the Bag*** *mode, you must place a colored Start position for each team color you plan to include in the map.*

- ***Item Selection Menu***
  This item list allows you to select an item to place in the tile.
- ***○ button (zoom)***
  Press this button for a 3D view of the tile. Uncovered X's show possible item placements; covered X's indicate tiles with placed items.
- ***right analog stick***
  Rotate the 3D view.
- ***directional buttons ⬅/➡***
  Modify the attributes of the currently highlighted item in the submenu.
- ***△ button***
  Return to the ***MapMaker*** grid.

MapMaker Tip: As a basic rule, always place at least one Start item somewhere in the map. Also, place at least one gun item unless you're planning an all out fist fight!

CHANGING THE MAP LIGHTING

Move the cursor over an empty part of the ***MapMaker*** grid and press the ✕ button. Select the ***Light*** option and press the ✕ button again.

- ***Palette***
  Shows you a selection of lighting colors.
- ***Light Parameters***
  Offers four different lighting effects: ***Fixed***, ***Flicker***, ***Switch*** and ***Pulse***. You can further adapt these effects by adding a phase — the rate at which the chosen effect cycles.
- ***Selecting a Lighting Effect***
  From here you can add lighting effects to a tile. For example, select ***Flicker, Medium***, choose a color from the palette and press the ✕ button.

  Notice that each tile has a small box in its center. Move the cursor over the destination tile and press the ✕ button to apply the lighting effect. You can continue adding the same effect to other tiles, or return to the ***Light*** menu and choose a different effect and color.

  To change the phase of a lighting effect, press the ○ button while the cursor is over the relevant tile. Alternatively, you can restore a light to its default by pressing the △ button over the tile.

  Finally, you can copy a lighting effect from one tile to another by moving the cursor over the tile to be copied, pressing the □ button, and then moving the cursor over the destination tile and pressing the ✕ button.

Congratulations! You've created your first map. Now it's time to test the map in a real game!

PREVIEWING A MAP

MAPMAKER MENU CONTROLS

- START *or* SELECT *button*
  Display the *MapMaker* menu.
- *directional button* ⬆/⬇
  Highlight menu items.
- ✕ *button*
  Confirm your selection.
- △ *button*
  Cancel your selection and return to the *MapMaker* grid.

PREVIEW MAP MENU OPTIONS

- *Map Settings*
  This lets you select the *Tile Set* theme, *Bot Set*, *Weapon Set* and *Background Music* for the map.
- *Edit Map Description*
  Use this to enter a personalized description or a title that captures the theme of the map you just created.
- *Preview Map*
  Preview the map in one of six game modes.

  Not all game modes may be available, since you may not have placed an item necessary to support a particular game mode. The *MapMaker* helps you identify what's missing by providing information.

  Highlight a game mode and press the ✕ button to read the information. Press the ✕ button again to close the window and return to the *Preview Map* menu. Now you can return to the *MapMaker* grid and add the necessary items if you wish.

  Once you have access to a game mode, highlight your choice and press the ✕ button to load it. Note: You will always have access to a Deathmatch game.
- *Undo Last Change*
  Cancel the most recent operation you performed on the map.
- *Center Map*
  Reposition the view so the center of the map is in the center of your screen. When you do this, the level of zoom defaults to an optimum viewing distance.

- *Clear Map*
  Delete the map. You'll be prompted to confirm the action. ***Warning: If you don't save the map before you delete it, you cannot recover it.***
- *Editor Settings*
  Change your mode (***Advanced*** or ***Beginner***). ***Warning: Changing the mode will clear the map. If you don't save your map before changing the mode, you won't be able to recover it.***
- *Load Map*
  Load a work-in-progress or finished map previously saved to a memory card. Before selecting this option, be sure you're using a memory card containing the map data you want to load.
- *Save Map*
  Save your map to a memory card. If you're using more than one memory card, highlight the one you want to save to and press the ✕ button to confirm.

  If the map is new, highlight ***New File*** and press the ✕ button. Create a name for your map that is fairly descriptive so you can easily identify the map. Use the directional buttons to highlight letters, numbers or symbols, pressing the ✕ button after each selection. When the name is complete, highlight *END* and press the ✕ button to save the map. You'll then return to the ***MapMaker*** menu.
- *Help*
  Refresh your memory by checking the ***MapMaker*** control configuration.
- *Quit MapMaker*
  Exit the ***MapMaker*** and return to the ***Main Menu***. Before quitting, it's a good idea to save your map if you want to continue working on it later. ***If you don't save before quitting, your map changes will be lost.***

CREDITS

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Assistant QA Manager	Paul Ellis
Testers	Marcus Jones Michael Adamson Jon Marriott
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System Support	John Veasey
Additional Music	Richard Parr - Guitar on Western Piece Goteki - Credits tune remix

Voice Talent

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June Andrews
Kevin Bullock
Michelle Bullock
Anna Burford
Dave Burford
Kevin Clarke
Imme Dahlberg
Malika Djellali
Gary Fraiser
Andrew Goddard
Stuart Graham
Neil Hill
Helen Jackson
Kirsty Juby
Brigitte Juergensen
Ann Macadam
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Ana Louise Marsh
Peter Marshall
Toni Morgan Ray
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